

**SHINOBI!
TAILS!**

**SHINOBI
PIN-UP**

Sonic

the comic

PLUS

FREE!
STC TATTOOS!



FREE TATTOOS
MISSING?
ALERT YOUR
NEWSAGENT NOW!

**SONIC'S
DOUBLE
TONIC!**
SHAKEN OR
STIRRED?

TWO-TIMING
NEW
STORY

**SONIC'S
WORLD!**

NEW
STORY

**SONIC IN
DISASTER!**

e
STC
Archives

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Still stuck on tattoos? It's just as well we're giving away a second set **FREE** this issue. Get sticking!

So much to say...so let's get cracking. Sonic takes on a double-whammy this issue with his first steps towards **Disaster**. Plus he comes up against the **Face from the Past** in Sonic's World! Tails is almost thawed out in the concluding part of **Zonerunner** and **The Big Freeze**. Battling the elements is no sweat for **Shinobi**. In fact, our model warrior even finds time to pose for a pin-up!

Blow up those balloons Boomers because there'll be party-popping excitement in **STC 53's 2nd Birthday Issue**. It will feature a brand spanking new **Sparkster** series so **Rocket Knight Adventure** fans will be over the moon! And that's not all, **Knuckles** returns for a truly 'Chaotix' time plus, there's a racy double page **Sonic Drift Racing Pin-up!**

Megadroid

THE COOLEST TATTOOS!

Mark yourself out from the crowd with the second set of **STC's** terrific **Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K.'s top-selling video game comic. Designed to let you show off that you're an **STC Boomer**, a **Sega** player and a major **Sonic** fan - all in one!

HOW TO USE YOUR STC TATTOOS:-

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin (if not, re-wet the backing paper and press down again).
6. Once the backing paper is removed - you're temporarily Tattooed!
7. Repeat steps 1-6 for each tattoo required.

HOW TO REMOVE:-

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTE:-

These tattoos are safe, non-toxic and easily removed. Real Tattoos are not. They can permanently mark you and lead to skin problems. For this reason, if you like the look of tattoos, stick to removable ones as they're harmless fun.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 — JIMMY WHITE'S WHIRLWIND SHOOTER
- 5 — ETERNAL CHAMPIONS
- 6 — SONIC & KNUCKLES
- 7 — TOEJAM AND EARL 2
- 8 — RUGBY WORLD CUP 1995
- 9 — REN AND STIMPY
- 10 — INTERNATIONAL HUGGY

MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — FIFA INTERNATIONAL SOCCER
- 3 — SHERLOCK HOLMES 2
- 4 — SPIDER-MAN 2 KINGPIN
- 5 — MICKEY MANIA
- 6 — WOLFCHILD
- 7 — REBEL ASSAULT
- 8 — ECCO THE DOLPHIN
- 9 — WWF RAGE IN THE CAGE
- 10 — SONIC CD

MASTER SYSTEM

- 1 — CHUCK ROCK 2
- 2 — JUNGLE BOOK
- 3 — SONIC CHAOS
- 4 — SONIC THE HEDGEHOG 2
- 5 — DESERT SPEED TRAP
- 6 — ANDRE AGASSI TENNIS
- 7 — ROBOCOP 3 TERMINATOR
- 8 — DONALD DUCK
- 9 — ROAD RASH
- 10 — DESERT STRIKE

GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 — JAMES POND 2 - ROBOCOP
- 3 — ROAD RASH
- 4 — SMASH TO
- 5 — WINTER OLYMPICS
- 6 — SONIC CHAOS
- 7 — SUPER OFF ROAD
- 8 — STREETS OF RAGE
- 9 — THE LION KING
- 10 — SONIC THE HEDGEHOG

- Managing Editor: Richard Burton
- Editor: Deborah Tate
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Covers: Carl Fife
- Publisher: Rob McManis

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DR. ROBOTNIK HAS FINALLY GOT HIS HANDS ON THE MASTER EMBERALD.

I DON'T LIKE THE LOOK OF THIS ONE BIT!

SONIC

THE HEDGEHOG

Disaster!

PART 1

NEW
STORY

Script: NIGEL KITCHING

Arts: RICHARD ELSON

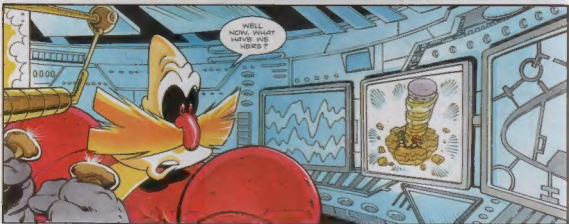
Lettering: ELIYTA FELL

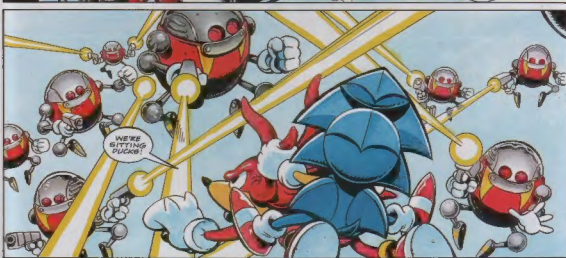
THE
DEATH EGG!

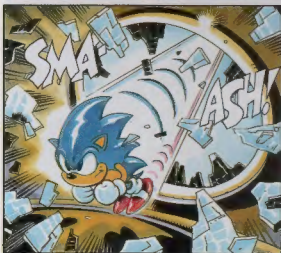
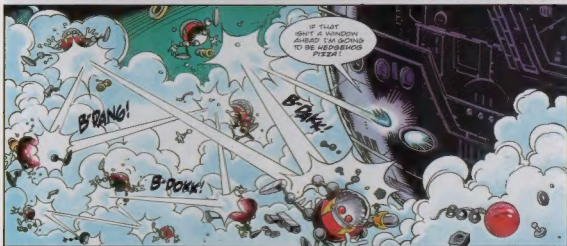
ROBOTNIK HAS FINALLY
LAUNCHED HIS ULTIMATE
WEAPON!

HOW
DO WE FIGHT
SOMETHING LIKE
THAT?

AND
THAT'S NOT
OUR ONLY
PROBLEM...







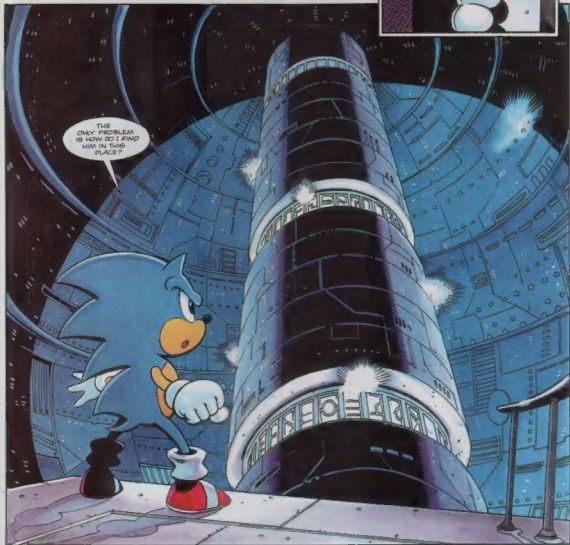


PITY
KNUCKLES DIDN'T
MAKE IT ON BOARD...
I HAVE A NASTY FEELING
THAT I MAY NEED
HIM!

NOT
THAT I'D EVER
ADMIT THAT TO
HIM!



WELL,
I MAY AS WELL
FACE ROBOTNIK AND
GET THIS OVER
WITH!



THE
ONLY PROBLEM
IS HOW DO I FIND
HIM IN THIS
PLACE?





MEANWHILE, KNUCKLES HAS RETURNED TO THE FLOATING ISLAND.

WHERE HE SITS IN AN ANCIENT CHAMBER AND PREPARED TO OPERATE TECHNOLOGY NOT USED FOR EONS.



I ONLY HOPE TVS UNDERSTOOD THESE TEXTS CORRECTLY!



IT WORKS!

EVEN AFTER ALL THESE CENTURIES, IT WORKS!



SLOWLY AT FIRST THE FLOATING ISLAND BEGINS TO MOVE!

THEN GRADUALLY BEGINS TO PICK UP SPEED AS IT MOVES TOWARDS THE DEATH EGG!

WATCH OUT, ROBOTNIK... I'M COMING FOR YOU!

NEXT ISSUE: ATTACK OF THE FLOATING ISLAND!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

Nick Protz & David Gibbon

SPEEDY GONZALES AND THE CHEESE CAT-ASTROPHE



Mega Drive

game type: **PLATFORM**
1 PLAYER

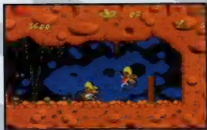
PRE-RELEASE VERSION REVIEWED



As a fan of the Warner Brothers' cartoons I was happy to get an early look at Sega's forthcoming release, **Speedy Gonzales**. The point of the game is to guide Senor

Speedy through ten zones of mousey mayhem in order to rescue various villagers and his fiancée, Carmel, from the clutches of arch enemy, Sylvester the Cat.

Each zone consists of two levels, ranging from desert flatland to going underwater to the "Cheesefinger Corporation" factory. The terrain is liberally sprinkled with cartoon character bosses. To complete a level you must find and rescue three mouse villagers as well as gathering carrots as an offering to old Bugs Bunny in exchange for a password. Defeating enemies is done in the time-honoured fashion of bouncing off their heads, or by lobbing a sombrero. Using Speedy's trademark dash allows you to find hidden caverns or to flatten



RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

70 - 84% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



enemies, but to keep this up you must eat plenty of chillies on the way.

Graphically it's all pretty average. The cartoon characters are nicely drawn, but otherwise, you will have seen it all before. The music is lively, but I kept waiting to hear Speedy's anthem, "Arribba, arribba...!" Set at the difficult level, **Speedy Gonzales** is a good challenge but doesn't add much to the platform format.

Nice as it is to see old favourites like Speedy, Sylvester and Bugs, there isn't much else to set it apart from a host of other similar games. That said, fans of the platform format will find all the essential elements here. - NP

FAST FAX

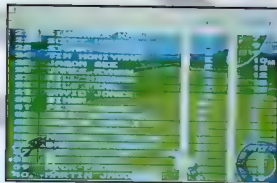
PUBLISHER	SEGA	PRICE	TO BE ANNOUNCED
GRAPHICS		68	
SOUND		70	
PLAYABILITY		70	
RAVES	Revisiting Sylvester and Daffy.	GRAVES	Familiar territory.
OVERALL		68%	

THE SCOTTISH OPEN



32X

game type: SPORTS
1-4 PLAYERS



Over the years, clever game designers have managed to create fun, playable and addictive golf sims; *Leaderboard* and *PGA Tour Golf* to name but two.

Core Design's latest offering is *The Scottish Open* which has been created in a virtual reality world, where everything operates in real time i.e. you move around the virtual golf courses as if you were in the real world.

The game is viewed through one of three virtual camera angles, and as in any virtual world you can move around e.g. before taking your shot you can zoom into your player, zoom out, and even raise or lower the camera angle. On top of that, once a shot is taken, sit back and watch as the game switches between camera angles to follow the ball's destination. Doesn't sound much but



looks impressive!

The Scottish Open features three golf courses apparently designed by a professional golfer and includes the famous Carnoustie course - home of the 1995 Scottish Open tournament. There are five play options to choose from including the normal skins challenge where you get to play for money (pity it's not the real thing!). In addition, there's the full blown Scottish Open tournament played over 72 holes with 60 computer golfers and up to four human players. If that wasn't enough there's also the Core Design Challenge to take a swing at. The software publishers are offering a real prize to the first consumer to complete the challenge and send off an entry form. The prize is yet to be decided, but it certainly injects some genuine excitement to the game!

The golfing gameplay is simple. There are no complicated menu's to go through - just point and click and you're away. High quality graphics were designed on a Silicon

Graphics Workstation producing smooth animation and clearly defined courses.

If you don't normally like golf, you'll find *The Scottish Open* an exception. It's great fun especially when playing with friends and who knows, you may even end up winning that mystery prize! - DG



S.T.C.
Pre-Up

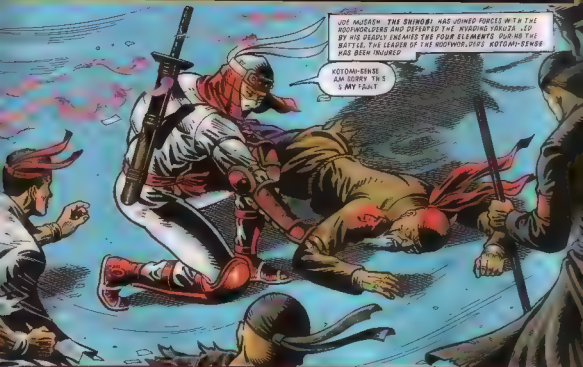
Shinobi



Shinobi

POWER OF THE ELEMENTS PART 1

Script: ALAN MCKENZIE Art: JON HAWARD Lettering: TOM FIDELL



JOE MUSSASHI THE SHINOBI HAS JOINED FORCES WITH THE ROOFWORLDFERS AND DEFEATED THE INVADING YAKUZA LED BY HIS DEADLY ENEMIES THE FOUR ELEMENTS. DURING THE BATTLE THE LEADER OF THE ROOFWORLDFERS KOTOMI-SENSEI HAS BEEN INJURED.

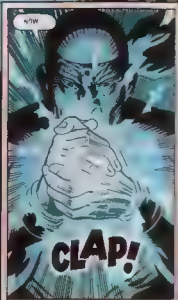
KOTOMI-SENSEI
AM SORRY THIS
IS MY FAULT



KOTOMI-SENSEI MY SON THIS
IS JUST A FRESH WOUND
NOW HELP ME GET UP



KING
THANK
YOU



NOW

CLAP!









WSSHH

UNSE

WOW! WHAT A HOT BREATH!
THAT'S A VERY HOT AIR YOU BREATHE!

THUDD!

NOT FAST ENOUGH FOOL!

YOU HAVE A DANCE

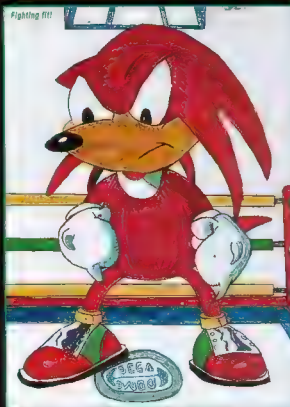
AGAINST THE FOUR ELEMENTS!

CHNNK!

NEXT: THAT OLD BLACK MA

Graphic Zone

Attention, all you chocolate-chomping boomers out there! Easter may be gone for another year, but that egg-shaped feeling hasn't! Sonic, Tails and Knuckles are once here making an effort to feel fighting fit again. Even that bad egg, Doctor Robotnik, is getting physical! Each winner responsible for these fit-looking drawings will receive an original Sonic badge!



Knuckles

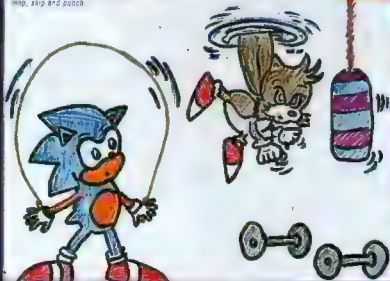
Peda power



Jessica Padkin-Taylor,
S. Wigston, Leics.
MD owner.
Sonic Badge
Winner



Leap, skip and punch



Ian Connolly, Dublin, Ireland. MD owner.

Sonic Badge Winner

Robert Perry, Shelden, Birmingham.
MD owner.
Sonic Badge Winner



Tails ZONERUNNER

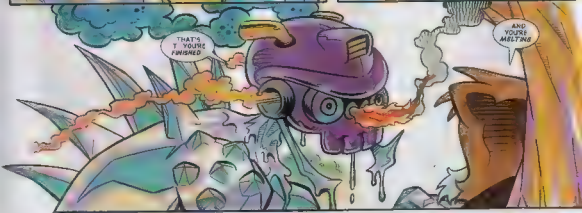
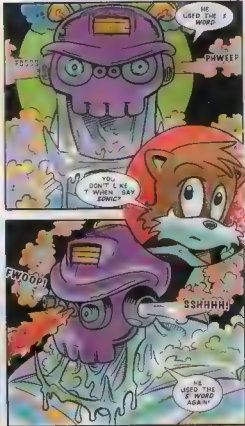
& THE BIG FREEZE PART 4

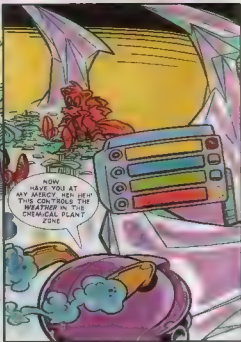
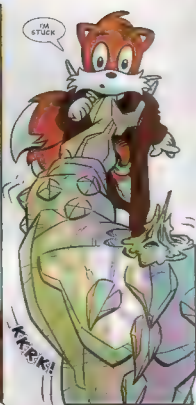
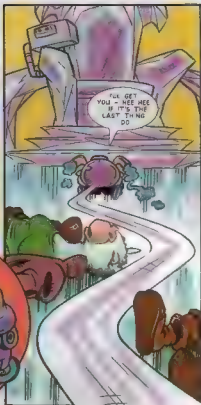


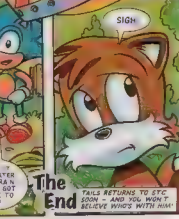
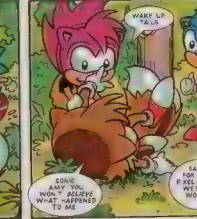
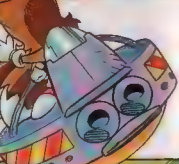
Script:
MARK EYLES

Art
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER





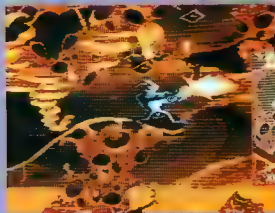


Q Zone

Virgin's slithery release **Earthworm Jim** caused a stir with its amusing and innovative gameplay. Fans will squirm with delight as game guru David Gibbon reveals some slippery secrets enabling you to slide through the level with ease.

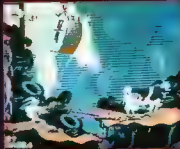
EARTHWORM JIM SPECIAL Part 1

NEWBIE .. MD



LEVEL ONE - NEW JUNK CITY

Head right, stand next to the cow and whip the fridge to launch the cow in the air. Proceed right up the tyres until you reach the very top platform. Go right down and right to reach the large conveyor belt. Once up, keep heading right until you finally meet Chuck the Dustbin and you come to the end of the level.



HAZARDS
FIFI (The Crazy Dog): Shoot repeatedly at these crazy hounds (yes, there's more than one of her!). They appear at every angle - so beware!

DUSTBIN: Keep on the move to dodge the falling tubs. Repeatedly fire at the bin until it starts to fire anvils. Now, keep firing while dodging the anvils and the bin will charge at you. Jump over the bin, and shoot at it from behind. Repeat to win.

VOMITING CHUCK: Quite a difficult buddy, this. Whip the crates onto the spring on the right to hit Chuck. Once hit, he'll start to vomit fish (charming!). Stand to the right to avoid them. Stand still when you see a tuba coming, then just before it goes directly above you quickly move out of the way. Six crates will get rid of Chuck.

HINT

TOILET: If you fancy a level warp which will carry you to a hidden section with a mass of collectables, then try and find the toilet situated at the very top-left of the level. Flush yourself down the loo and breathe a sigh of relief!



LEVEL TWO WHAT THE HECK?

This level is extremely difficult, but fingers crossed you'll get through. Just follow the given path and hopefully you'll reach the end.

After you've killed two Accountants, get to the very top series of platforms and head right.

HAZARDS

ACCOUNTANTS: Hit the Accountant using your whip, then quickly jump out of the way before he throws his money at you. After you have repeated this several times, use your gun to finish him off. There are two Accountants in this level.



SNOWMAN:

Fairly easy this, compared to the rest of the level that is! Keep moving around the screen and as soon as the

appears quickly whip him - otherwise he'll breathe out deadly flames!

EVIL THE CAT: Evil by name, evil by nature! Once you've lost your suit, Evil will fire his cannon. Jump over the flames until the rock on the right has melted. Get back in your suit and jump away from him when his eyes appear, then shoot him with your gun. Jump over the flames coming from either side. Nine times and he'll be no more!

HINTS

GREEN CRYSTALS: The crystals are there to take you to unreachable places. Jump on top and start running in the opposite direction to the way it's turning. Eventually you will start to move - really! Jump off when the crystal stops. If you keep falling off the crystal don't worry as persistence always pays off!



COG WHEELS: Always situated next to an **Assault Gun**; hit it with your whip to open a nearby gate.

LEVEL THREE - DOWN THE TUBES

Much easier than the last level, but you still need to stay alert! Just follow the obvious path, take note of the guidelines below and you should be okay.

HAZARDS

CAT MINIONS: The large walking cats that roam the tubes can cause you serious grief. However, there is an easy trick to get past them safely. Wait until he walks in the opposite direction, then go to the next top air bubble. Grab hold and keep your hand on Up until the cat goes past. Then jump down and continue! For the small cats, see Hamsters.

FLOATING PODS: Walk around the tubes slowly, because these are everywhere! A quick blast gets rid of them, no problem.

HINTS

The idea is to steer the Submarine to the next landing bay. As you're moving look out for power points sticking out from the sides of walls. You only have a limited supply of air in this craft and the power points increase it. Round two features a large area for the Submarine, so gaining more 'air time' is vital!

This really is utterly mad. A Hamster indeed! Nevertheless, they allow you to get past small, vicious cats in the tubes. To do this you need to move a nearby switch with your whip then jump on the back of the Hamster for a ride! Keep pressing B and the Hamster will eat the cats for you!

LEVEL FOUR - SNOT A PROBLEM

The only game I can think of that features a brilliant bungee jump section. Keep banging into Major Mucas until he falls. Avoid contact with the wall sides as they sap your energy. Warning, don't hit the Major when he is spinning!

This level contains three rounds as shown below:-

Simply do the above.

Slightly more difficult.

Do as before, but keep away from the monster in the slime below. If you get too close, he'll bite your legs off!

As round two, but this time the monster awaits directly underneath as you approach him. Press Up and along to stop yourself getting too close to the slime and the monster.

TOP TIPS:

1. Most levels contain flying baddies such as the crows in level one or the black ghosts in level two. Although shooting is the easiest way to kill them, practice doing it with your whip - one hit will do the trick and it'll also save your precious gun from depleting in power.
2. Try and search every part of each level. Many hidden lives, guns and more are waiting to be collected.
3. Whenever you come to a dead end, always look out for golden hooks nearby. Swing on these using your whip and you'll be fine!

NEXT ISSUE: Earthworm Jim - The conclusion!

SONIC'S WORLD

FACE FROM THE PAST PART 1

Script: LEW STRINGER

Art: GARY ANGELO

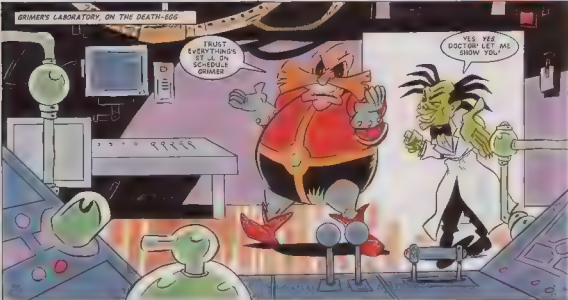
Lettering: BLAKE VOLL

**NEW
STORY**

GRIMER'S LABORATORY, ON THE DEATH-EGG

TRUST
EVERYTHING'S
SET UP ON
SCHEDULE
GRIMER

YES YES
DOCTOR! LET ME
SHOW YOU!



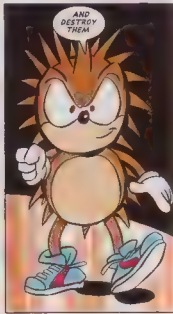
A MAZING
BUT S IT UP "O
THE TASK"



MY MISSION
IS TO INFILTRATE
SONIC'S OUT-LAW GROUP
GAIN THEIR TRUST
LEARN THEIR
PLANS



AND
DESTROY
THEM



THE JUNGLE ZONE PLANET MOBIUS

LOOK,
SON G'! RIGHT
ON TIME!

WHEN
GAVE
THE WORD
TALLS

NOW!

OUTLAWS!

THERE
ARE ONLY
TWO OF THEM! WE
CAN HANDLE
THEM!

THERE'S
FIVE OF US,
ACTUALLY!

AMBUSH!

KABASH!

WE
HAVEN'T BEEN
INTRODUCED -
I'M SONIC!

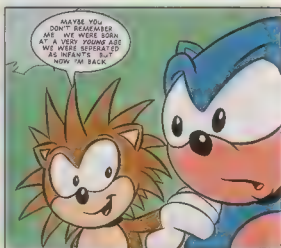
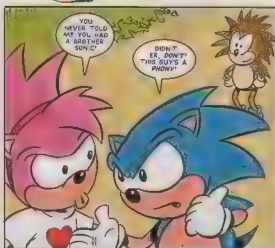
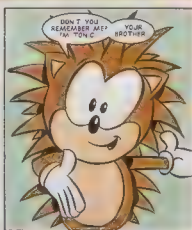
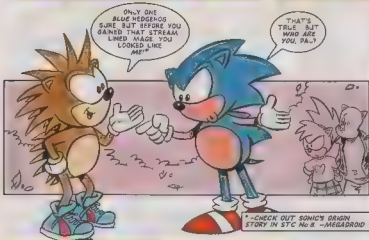
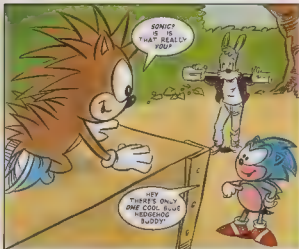
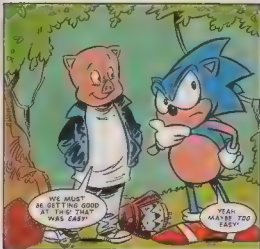
HE'S
JUST GONE
TO P E C E S ON
MEETING YOU,
SON G'!

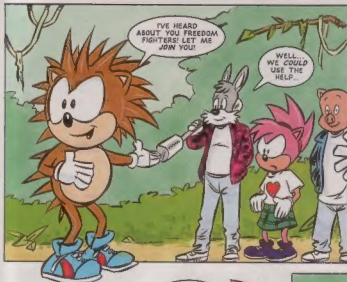
YAY
IT'S MY TURN
TO RELEASE THE
PRISONERS!

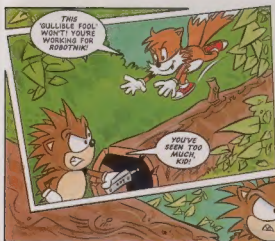
FREEDOM

WANEEY!

THANKS
TAILS







NEXT ISSUE: TAILS, YOU LOSE?

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Taxisstock Place, London WC1N 3DU.

Write your name, address and Sega system you use (MD, MCO, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Say cheese!

Daniel Robson,
Stockton,
Cleveland,
MD owner.
Sonic Water
Fun Game
Winner.

Late Comers!

Dear STC,

I hate to say this but your reviews are printed w-a-a-y too late. When you reviewed *Urban Strike* it probably would have taken less time to enter the Red Zone! James Turley, Plymouth, Devon. Sonic Water Fun Game Winner.



Point taken Jim, as our technical review circuits were out of whack!

However, it's amazing how a twiddle with a few circuits can make all the difference!

Same Gear!

Dear Megadroid,

I've noticed that in the Speedlines section you are normally yellow and black but when you answer Boomers questions you change colour. Why is this?

Richard Harries, Addlestone, Surrey. MD owner.

Sonic Water Fun Game Winner.



Gimme a break, Rich, what would you feel like (not to mention smell like) if you wore the same outfit day

in day out!

Dressed to kill!



Adam Givernin,
Thetford,
Norfolk.
Sonic Water
Fun Game
Winner.

Please to be dispatched within approximately 25 days of publication. If you have received your prize after that time, please contact the Tom's Care Line direct on the number listed below.

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STC 52

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WHO ARE YOU?

Tell us your name, age & address.

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.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1

2

3

HOW DO YOU RATE ISSUE 51

OF **STC?**

